AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims

1.   (original): A method of generating a predetermined field of cavitation around a remote target in an underwater environment, said method comprising the steps of:

   identifying a remote target in an unconfined underwater
        location;

   generating at least two acoustic beams from an underwater
        acoustic source; and

   controlling said at least two generated acoustic beams to
        intersect with each other at said identified remote
        target location and whereby a cavitation field is
        created at said intersection.

2.   (original): The method according to claim 1 wherein said remote target location is in the range of 100m to 1 km from the acoustic source.

3.   (original):   The method according to claim 1 wherein said remote target location is at least 100m from the acoustic source.

4.   (orginial):   The method according to claim 1 wherein said remote target location is no more than 1 km from the acoustic source.

5.   (original):   The method according to claim 1 wherein said acoustic beams are generated in a range frequency of from 10KHz to 15KHz.

6.   (original):   The method according to claim 1 wherein said acoustic source is located onboard an underwater support vessel.

7.   (original):   The method according to claim 1 wherein three acoustic beams are generated.

8.   (original):   The method according to claim 1 wherein said at least two generated beams are generated to maximize cavitation at said identified remote target location.

9.   (currently amended):   A method of generating a predetermined field of destructive cavitation around a remote

target in an underwater environment, said method comprising the steps of:

identifying a remote target location;

generating an array of intersecting acoustic ~~beamforms~~ beams, each ~~beamform~~ beamformer producing a beam at peak power output, from an acoustic source; and

controlling said array of intersecting ~~beamforms~~ beams to intersect at said identified remote target location and thereby creating the field of destructive cavitation at said intersection.

10. (original): The method according to claim 9 wherein said remote target location is in the range of 100m to 1 km from the acoustic source.

11. (original): The method according to claim 9 wherein said remote target location is at least 100m from the acoustic source.

12. (original): The method according to claim 9 wherein said remote target location is no more than 1 km from the acoustic source.

13. (currently amended): The method according to claim 9 wherein said acoustic ~~beamform~~ <u>beams</u> is generated in a frequency range of from 10KHz to 15KHz.

14. (original): The method according to claim 9 wherein said acoustic source is located onboard an underwater support vessel.

15. (currently amended): The method according to claim 9 wherein said array includes at least two acoustic ~~beamforms~~ <u>beams</u>.

16. (currently amended): A method of generating a predetermined field of destructive cavitation around a remote target in an underwater environment, said method comprising the steps of:

identifying a remote target location;

computing a focal point location about said identified remote target location;

computing beam parameters for said focal point location;

and

generating at least two acoustic ~~beam~~ <u>beams</u> ~~parameters~~
whereby cavitation is generated at said focal point
location.

10 of 12